

MULTIMEDIA



UNIVERSITY

STUDENT ID NO

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MULTIMEDIA UNIVERSITY

FINAL EXAMINATION

TRIMESTER 1, 2017/2018

MVR 2013 – BEHAVIOURAL MODELLING

(All sections / Groups)

13 OCTOBER 2017
9.00 AM - 11.00 AM
(2 Hours)

INSTRUCTIONS TO STUDENTS

1. This Question paper consists of 5 pages with 15 objective questions and 15 subjective questions only.
2. Section A: Answer **ALL**.
Section B, Part 1: Answer **any 5 (FIVE) questions ONLY**
Section B, Part 2: Answer **ALL**.
The distribution of the marks for each question is given.
3. Please write all your answers in the Answer Booklet provided.

Section A: Objective Questions
Behavioral Modelling Introduction

(Total: 15 Marks)

1. Which one of these virtual axes represents the mouse's **Left Click**?
 - A. mouse 0
 - B. mouse 1
 - C. mouse 2
 - D. mouse 3
2. Picture a lift to be used in a virtual environment. If the lift is going up, which **Axis** to be used to translate on it?
 - A. Y
 - B. Z
 - C. W
 - D. X
3. Which one of the following is not the advantage of Unity editor?
 - A. Flexible and highly extendible
 - B. Pause at anytime to inspect and debug
 - C. Allow for fast iterations (preview in play mode)
 - D. No programming language needed
4. Which of the following are the correct way to write the **GetComponent** function in order to get Rigidbody Component?
 - A. GetComponent(Rigidbody);
 - B. GetComponent< Rigidbody >();
 - C. GetComponent< Rigidbody ()>;
 - D. GetComponent(Rigidbody <>);
5. Which of the following are the correct way to write the script in order to **Inactive** the GameObject?
 - A. nameGameObject.SetActive ("false");
 - B. nameGameObject.SetActive (false);
 - C. nameGameObject.SetActive <false>();
 - D. nameGameObject.SetActive <false>;

Continued

6. Which one of the following lines will cause an Error that will make it unable to PLAY?
- A. public GameObject nameObject;
 - B. private Rigidbody rb;
 - C. public float speed = 10.5;
 - D. public int score = 0;
7. Which one of the following components is not include in Unity 3D?
- A. Scene view
 - B. Project Window
 - C. Canvas Window
 - D. Hierarchy
8. What kind of variables is ACCESSIBLE throughout the script and is SEEN in the inspector window in Unity3D?
- A. Hidden
 - B. Public
 - C. Private
 - D. Local
9. When does the function OnTriggerEnter () runs in the game?
- A. When a Collider other enters the triggers
 - B. When a Collider other touches the triggers
 - C. When a Collider other begins touch another collider
 - D. When a Collider other detects the collider
10. Which one of the following is not included in Primitive Shapes for Collider?
- A. Box
 - B. Sphere
 - C. Capsule
 - D. Cone
11. Which one of the following is not type of variable is Unity 3D?
- A. Local
 - B. Private
 - C. Public
 - D. Multi
12. Unity 3D has its own built-in Behavior class. What is it called?
- A. Mono Behaviors
 - B. Mono Develop
 - C. Visual Studio
 - D. Behavior Modelling

Continued

13. Which one of the following is invalid operator?
- A. &&
 - B. <=
 - C. !=
 - D. ./=
14. Rigidbody components are included in the following properties, except.....
- A. Mass
 - B. Capacity
 - C. Gravity
 - D. Friction
15. Which one of the following is a function not included in Unity3D?
- A. OnCollisionOut
 - B. OnTriggerStay
 - C. OnMouseExit
 - D. OnDestroy

Section B : Subjective Questions

Part 1: Answer any 5 (FIVE) questions ONLY.

(Total: 10 Marks)

1. What is Unity 3D? (2 Marks)
2. How can you hide gameobject in Unity 3D? (2 Marks)
3. Explain what are Prefabs in Unity 3D? (2 Marks)
4. What is the function of Inspector in Unity 3D? (2 Marks)
5. List down 5 commercial games that are developed using Unity 3D? (2 Marks)
6. Describe what are Toolbar components of Unity3D? (2 Marks)
7. Describe what are Hierarchy components of Unity3D? (2 Marks)
8. Describe what are Project Window components of Unity3D? (2 Marks)
9. Describe what are Scene View components of Unity3D? (2 Marks)
10. Describe what are Game View components of Unity3D? (2 Marks)

Continued

Part 2: Answer all questions.**(Total: 15 Marks)****Write down the Function Scripts for the following actions:**

1. Instantiate bullet at World Zero by its default orientation.
(2 Marks)
2. Print on the console the line 'Yes it can jump' when the boolean 'isJump' is true.
(2 Marks)
3. Move the player to right position for as long as the right arrow button is being holding on.
(2 Marks)
4. Player will add 1 coin every time it collides with coin object.
(3 Marks)
5. Have a Player GameObject that can be triggered when any GameObject that has the tag "Fruits" enter it, adds 1 to a variable called 'Health' which originally is 10, and if 'Health' reaches 0, turn on a canvas game finish and play the GameOver sound.
(6 Marks)

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